http://www.replacementdocs.com

ELECTRONIC

CAPCOM™ STREET FIGHTER II™

LCD VIDEO GAME

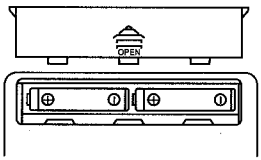
1 THE STREET FIGHTER II STORY

Six fighters from across the globe have come together to see which of them has the strength, skill and courage to challenge the mysterious Grand Masters. Each fighter has different skills and special moves. It will take more than brute strength to earn the title of World Warrior. The six fighters are : RYU, GUILE, KEN, BLANKA, ZANGIEF, and EDMOND HONDA.

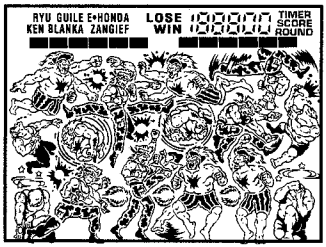
Who will survive? The answer is in your hands!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.



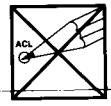
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

There are two games for your selection: GAME A and GAME B.

In GAME A, you select your fighter from among RYU, GUILE and KEN, and then fight against the computer fighters of:
ROUND 1- ZANGIEF
ROUND 2-EDMOND HONDA
ROUND 3-BLANKA

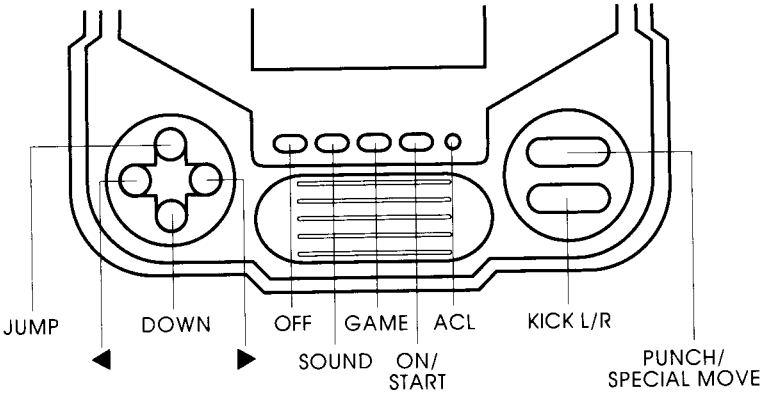
In GAME B, you select your fighter from among BLANKA, ZANGIEF, and EDMOND HONDA and fight against the computer fighters of:
ROUND 1-RYU
ROUND 2-GUILE
ROUND 3-KEN

There are two separate games (GAME A and GAME B). There are 3 rounds to each game. You choose which game you want to play and then you choose your fighter.

Then you begin in round 1. If you can win two out of three bouts in the first round, you advance to round 2. If you can win two of three bouts in round 2, you advance to round 3. If you can win two out of three bouts in round 3, you WIN the game and earn the title of World Warrior!

Test your skill by competing in both games A and B! Then play again and again, choosing different fighters each time!

5 CONTROL GUIDE



ON/START	— To turn on the unit. — To start the game. — To start each round. — To start each bout.
GAME	— To select GAME A or GAME B.
SOUND	— To control sound: on or off.
OFF	— To turn off the unit.
"▲"	— To jump up.
"►"	— To move to the right (forward for your fighter in GAME A since your fighter lines up on the left hand side for all GAME A matches). (backward for your fighter in GAME B since your fighter lines up on the right hand side for all GAME B matches). — To block opponents attacking from the left hand side (GAME B).
"▼"	— To move down (after jumping up).
"◄"	— To move to the left (backward for your fighter in GAME A since your fighter lines up on the left hand side for all GAME A matches). (forward for your fighter in GAME B since your fighter lines up on the right hand side for all GAME B matches).
KICK (L)	— To kick left.
KICK (R)	— To kick right.
PUNCH/ SPECIAL MOVE/ FIGHTER	— To punch (if pressed alone). — To activate special move (together with one other button). — To select fighter (before game starts) GAME A: RYU/GUILE/KEN GAME B: BLANKA/ZANGIEF/E-HONDA

6 FEATURES

— two games to choose from
— six fighters
— punching, kicking, and special moves
— built-in timer
— maximum score retained
— built-in melody
— sound on/off control
— built-in automatic power-off timer (game shuts itself off after about 3 minutes of non-use).

7 GAME SUMMARY

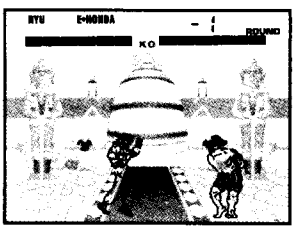
After you have selected your champion for the tournament, the tournament begins! Your fighter will travel the globe to meet the other challengers. You must use your punches, kicks, and special moves to knock your opponent flat on his back!

There is an on-screen timer to help you keep track of the time. The timer counts down from 99 to 0 in each bout. When the timer reaches 0, the bout is complete. Both you and your opponent each have an energy meter. Each time you hit your opponent, his energy meter will decrease. Each time he hits you, your energy meter will decrease!

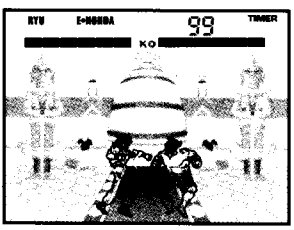
When your opponent's energy meter drops down to empty, he will be down for the count! Of course, you'll be down for the count, when your energy level drops to empty! When the timer reaches zero and if neither you or your opponent's energy meter has dropped down to empty, the one who has less energy will go down for the count! If both you and your opponent have the same energy when the timer reaches zero, the bout ends in a draw!

Win two out of three bouts and you will be declared the winner of the round. This earns you the right to face the next challenger in the next round. You will also win the round if all three bouts end in a draw. If you win one bout, lose one bout, and one bout ends in a draw, you also win the round and advance!

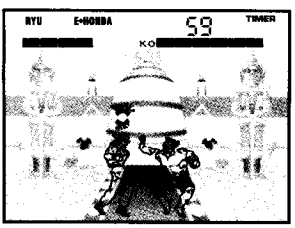
Each character has developed his own special moves for use in battle. Special moves are very powerful, but they are also very difficult to learn!



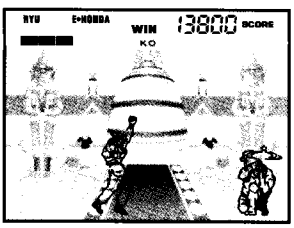
SELECT EITHER GAME A OR GAME B. THEN SELECT A FIGHTER. YOUR FIGHTER STAYS THE SAME THROUGHOUT THE GAME. IN GAME A, FIGHT AS RYU, GUILE, OR KEN. IN GAME B, FIGHT AS BLANKA, ZANGIEF, OR EDMOND HONDA. YOU MUST WIN TWO OUT OF THREE BOUTS AGAINST AN OPPONENT TO WIN A ROUND. WIN ALL 3 ROUNDS TO WIN THE GAME.



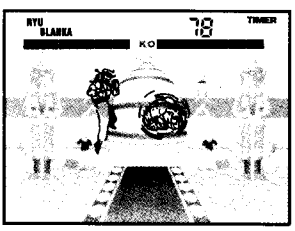
KEEP TRACK OF YOUR ENERGY LEVEL—AS WELL AS THE ENERGY LEVEL OF YOUR OPPONENT! THERE IS ALSO A BUILT-IN TIMER THAT COUNTS DOWN FROM 99 to 0 IN EVERY BOUT!



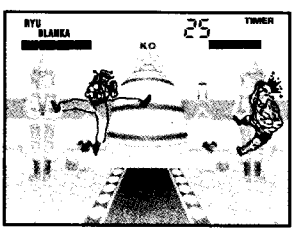
YOU LOSE YOUR ENERGY WHEN YOU ARE HIT BY YOUR OPPONENT. WHEN YOUR ENERGY LEVEL DROPS DOWN TO EMPTY, YOU WILL LOSE THE BOUT!



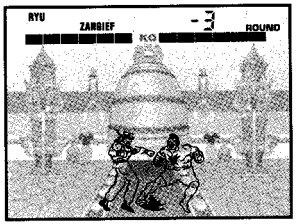
YOUR OPPONENT LOSES ENERGY WHEN YOU HIT HIM! WHEN HIS ENERGY LEVEL DROPS DOWN TO EMPTY, YOU WIN THE BOUT!



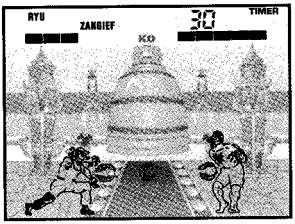
THE COMPUTER CONTROLS YOUR OPPONENTS! YOU FACE THREE DIFFERENT FIGHTERS IN EACH GAME.



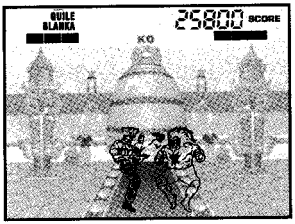
USE ALL YOUR POWER—INCLUDING SPECIAL MOVES—TO BEAT YOUR OPPONENTS!



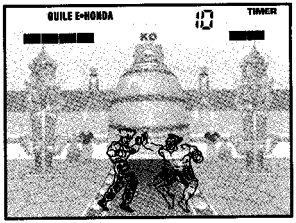
CAN YOU SURVIVE? CAN ANYONE? WHEN YOU WIN TWO OUT OF THREE BOUTS, YOU ADVANCE TO THE NEXT ROUND!



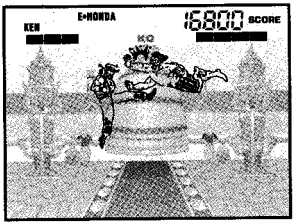
THESE ARE THE WILDEST FIGHTERS THE WORLD HAS EVER KNOWN!



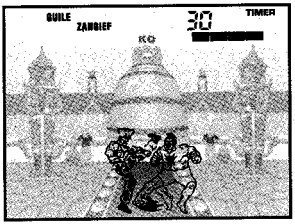
IN GAME A, YOUR FIGHTER ALWAYS FIGHTS FROM THE LEFT HAND SIDE OF THE SCREEN.



IN GAME A, PRESS "◄" TO BLOCK AN OPPONENT ATTACKING FROM THE RIGHT HAND SIDE!



IN GAME B, YOUR FIGHTER ALWAYS FIGHTS FROM THE RIGHT HAND SIDE OF THE SCREEN.



IN GAME B, PRESS "►" TO BLOCK AN OPPONENT ATTACKING FROM THE LEFT HAND SIDE!

PRESS THE ON/START BUTTON TO TURN ON THE UNIT.
You'll hear an "On" beep and the maximum score will be displayed with GAME A and RYU is displayed as your chosen fighter. You can choose RYU or another fighter.

IF YOU WISH TO PLAY GAME A...
PRESS THE FIGHTER BUTTON TO SELECT YOUR FIGHTER.
Your choice of fighters is given in cyclical order: RYU/GUILE/KEN.

IF YOU WISH TO PLAY GAME B...
PRESS THE GAME BUTTON BEFORE PRESSING THE FIGHTER BUTTON.
When you select GAME B, BLANKA is displayed as your chosen fighter. You can choose BLANKA or another fighter.

PRESS THE FIGHTER BUTTON TO SELECT YOUR FIGHTER.
Your choice of fighters in GAME B is also given in cyclical order: BLANKA/ ZANGIEF/E-HONDA.

After you have chosen either GAME A or GAME B, and then chosen your fighter, PRESS THE ON/START BUTTON to start the game!

The display will show "ROUND 1-1", which indicated ROUND 1, BOUT 1. Then the screen clears to show the score!

In GAME A:
You select your fighter from among RYU, GUILE and KEN.
You fight against one computer-controlled opponent in each round:
ROUND 1— ZANGIEF ROUND 2— EDMOND HONDA ROUND 3— BLANKA

In all GAME A bouts, your fighter always lines up on the left hand side of the screen!

In GAME B:
You select your fighter from among BLANKA, ZANGIEF, and EDMOND HONDA. You fight against one computer-controlled opponent in each round:
ROUND 1— RYU ROUND 2— GUILE ROUND 3— KEN

In all GAME B bouts, your fighter always lines up on the right hand side of the screen!

Use your control buttons to throw punches, kicks, and special moves at your opponents! You must knock your opponent on his back! You also use your control buttons to block your opponent's attack! So you fight both offensively and defensively!

Each time you hit an opponent, his ENERGY METER will decrease. Once an opponent's energy meter drops down to empty, he's down for the count! Of course, each time an opponent successfully hits you, your ENERGY METER will drop! When your energy meter drops to zero, then you're down for the count! So attack when you can, but don't forget to think defensively by blocking your opponents attacks!

There is a built-in timer that counts down from 99 to 0 in every bout. If the timer reaches zero and neither you or your opponent has lost all your energy, the fighter with less energy goes down for the count! If both Street Fighters have the same energy when the timer reaches zero, then the bout ends in a draw!

Win two out of three bouts and you are the winner of the round! If all three bouts end in a draw, then you win the round. You also win the round if you win one bout, lose one bout, and one bout is a draw. When you win a round, you've earned the right to face the next challenger in the next round! Win Round 3 to win the game!

Here's how your control buttons work:
PRESS "▲" TO JUMP UP.

PRESS "►" TO MOVE TO THE RIGHT.
(forward in GAME A since you line up on the left).
(backward in GAME B since you line up on the right).

ALSO PRESS "►" TO BLOCK AN OPPONENT ATTACKING FROM THE LEFT HAND SIDE (GAME B).

PRESS "▼" TO MOVE DOWN (after jumping up).

PRESS "◄" TO MOVE TO THE LEFT.
(backward in GAME A since you line up on the left).
(forward in GAME B since you line up on the right.)

ALSO PRESS "◄" TO BLOCK AN OPPONENT ATTACKING FROM THE RIGHT HAND SIDE (GAME A).

PRESS KICK (L) TO KICK LEFT.

PRESS KICK (R) TO KICK RIGHT.

PRESS PUNCH/SPECIAL MOVE/FIGHTER TO DO THE FOLLOWING:
—TO PUNCH (if pressed alone).
—TO ACTIVATE SPECIAL MOVE (together with one other key).
—TO SELECT FIGHTER (before game starts...
GAME A: RYU/GUILE/KEN; GAME B: BLANKA/ZANGIEF/E-HONDA)

Here is a summary on the techniques of attack:

ATTACK:	RYU	KEN	GUILE	ZANGIEF	HONDA	BLANKA
PUNCH	YES	YES	YES	YES	YES	YES
KICK	YES	YES	YES	YES	YES	YES
FIREBALL	YES	YES	-	-	-	-
HURRICANE KICKS	YES	YES	-	-	-	-
FLASH KICK	-	-	YES	-	-	-
SPINNING LEG	-	-	-	YES	-	-
HUNDRED HAND SLAP	-	-	-	-	YES	-
ROLLING ATTACK	-	-	-	-	-	YES

ATTACK — BUTTON OPERATION

PUNCH — "PUNCH" BUTTON

KICK — "KICK (L) or "KICK (R)"

FIREBALL — PRESS "◄" THEN PRESS "SPECIAL MOVE" + "►" TOGETHER

HURRICANE KICKS — "JUMP" THEN "KICK (L)" THEN "KICK (R) IN A VERY SHORT TIME

FLASH KICK — "JUMP" THEN PRESS "►" + "SPECIAL MOVE" TOGETHER.

SPINNING LEG — "KICK (L)" + "SPECIAL MOVE" TOGETHER

HUNDRED HAND SLAP — "PUNCH" 3 TIMES IN A VERY SHORT TIME

ROLLING ATTACK — "JUMP" + "SPECIAL MOVE" TOGETHER

SCORING:
You score by attacking and defeating opponents:
200 POINTS BY A SUCCESSFUL NORMAL ATTACK.
800 POINTS BY A SUCCESSFUL SPECIAL MOVE ATTACK.
20000 POINTS BY WINNING A BOUT.

SPECIAL MOVES:
Each fighter has his own special moves.
RYU — FIREBALL and HURRICANE KICKS
GUILE — FLASH KICK
KEN — FIREBALL and HURRICANE KICKS
ZANGIFF — SPINNING LEG
EDMOND HONDA — HUNDRED HAND SLAP
BLANKA — ROLLING ATTACK

PRESS THE SOUND BUTTON TO FIGHT IN SILENCE.
PRESS IT AGAIN TO REGAIN ALL THE SOUNDS OF THE STREET

The game pauses after each bout or round.
PRESS THE ON/START BUTTON TO START THE NEXT BOUT OR ROUND WHEN YOUR ARE READY.

AFTER A GAME OVER, PRESS THE ON/START BUTTON TO START THE GAME AGAIN.

OR YOU CAN USE THE GAME BUTTON AND FIGHER BUTTON TO SELECT A NEW GAME OR NEW FIGHTER.

PRESS THE OFF BUTTON TO TURN OFF THE GAME WHEN YOU'RE FINISHED PLAYING. But don't worry if you forget—because the game automatically shuts off after about 3 minutes of non-action.

Remember—you win the game if you can win all 3 rounds!
Good luck!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out,DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061 USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.

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